

Business Model

FIGURE 1

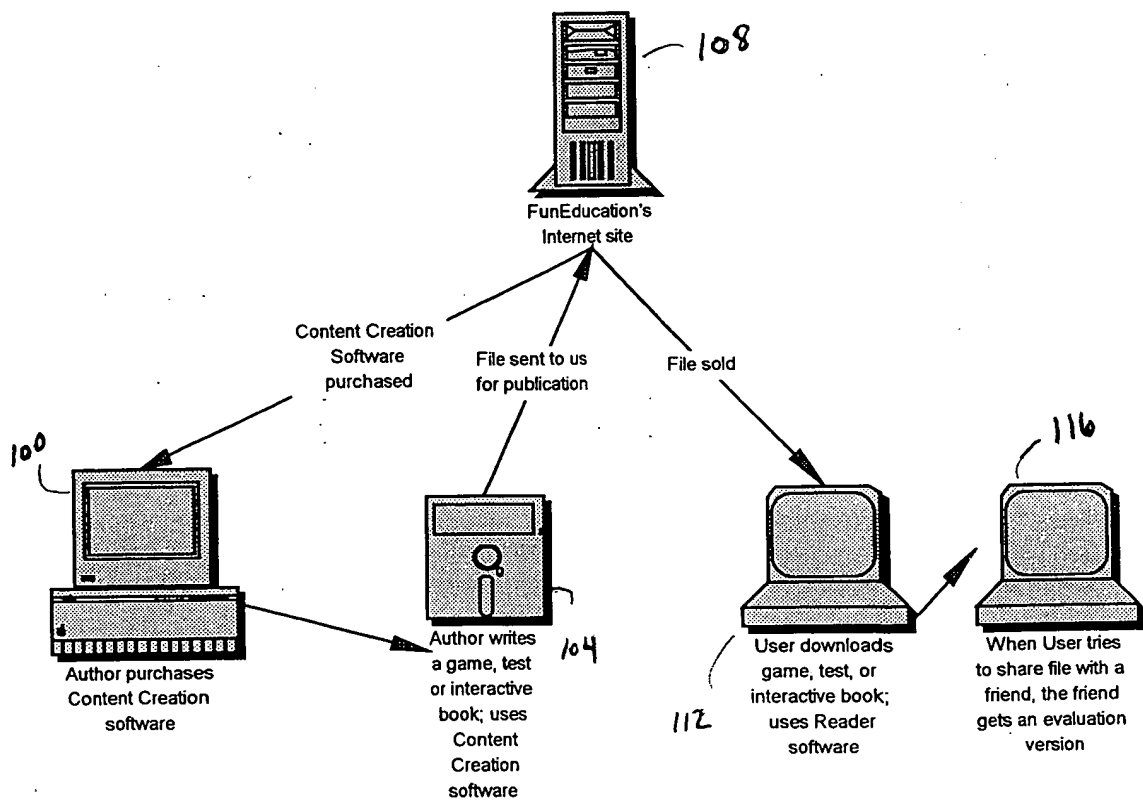


FIG. 2

FIGURE 2

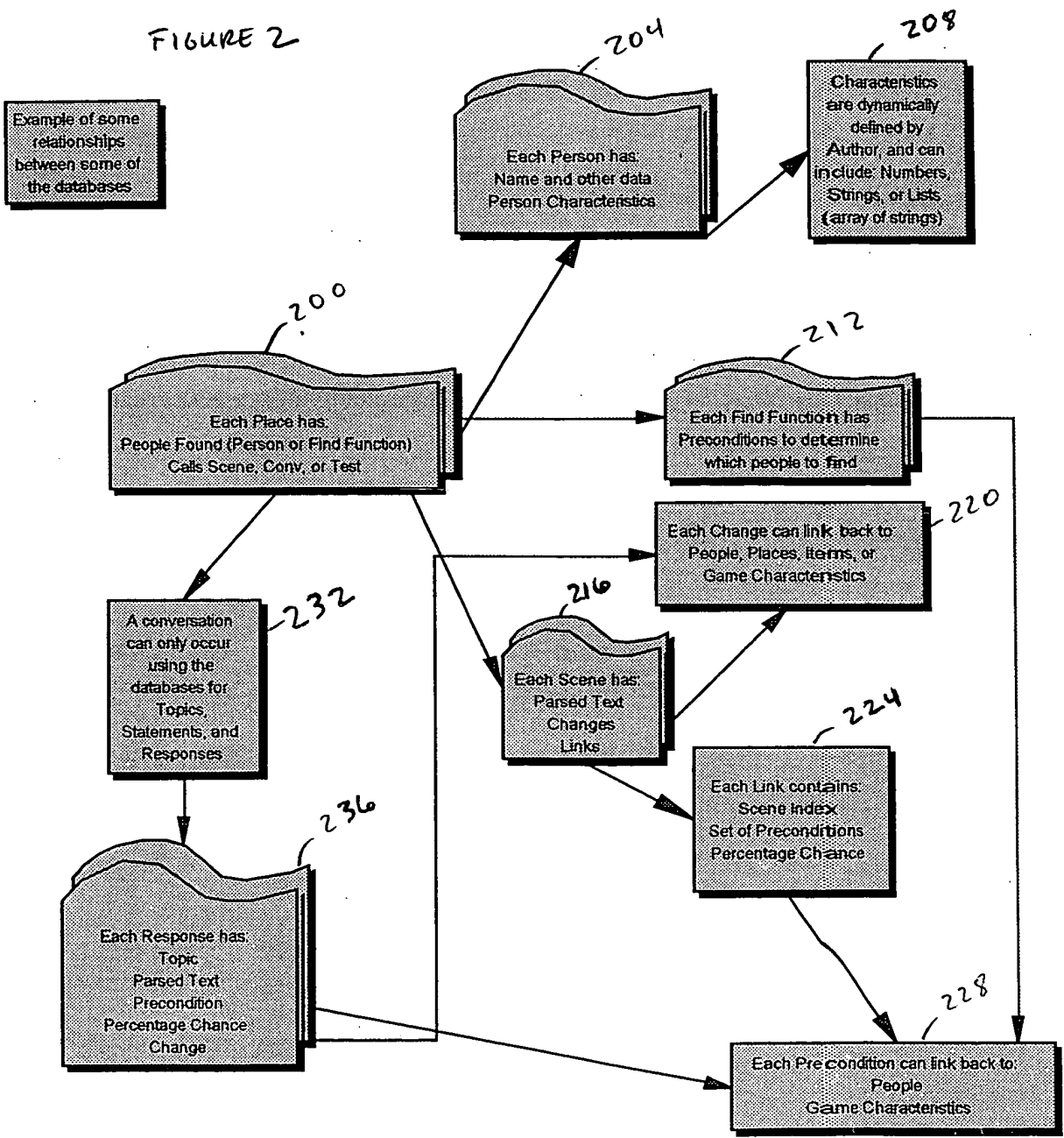
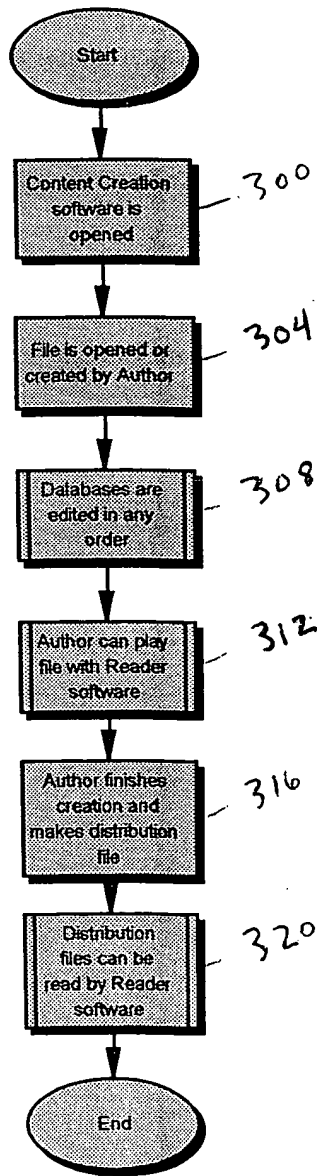


FIGURE 3



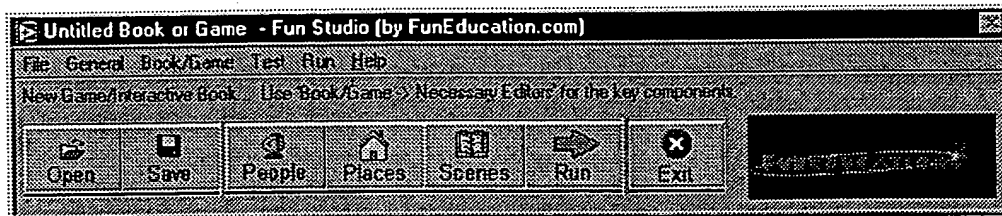
FILED 10-25-2010



Two views of the Writer software.

The top view is for making an interactive book or game. The menu bars are all active, and the toolbar changes to display People, Places, Scenes, and Run.

Figure 4



The bottom view is for making a simple test. The toolbar changes for a test view.

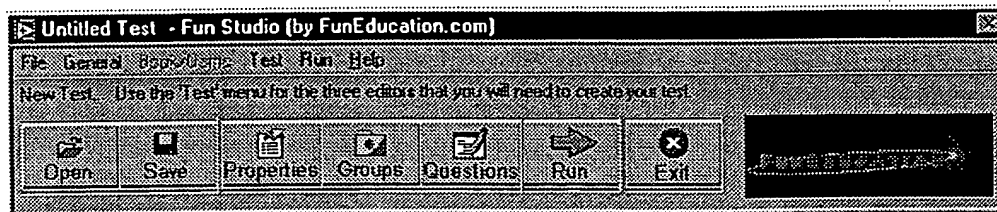
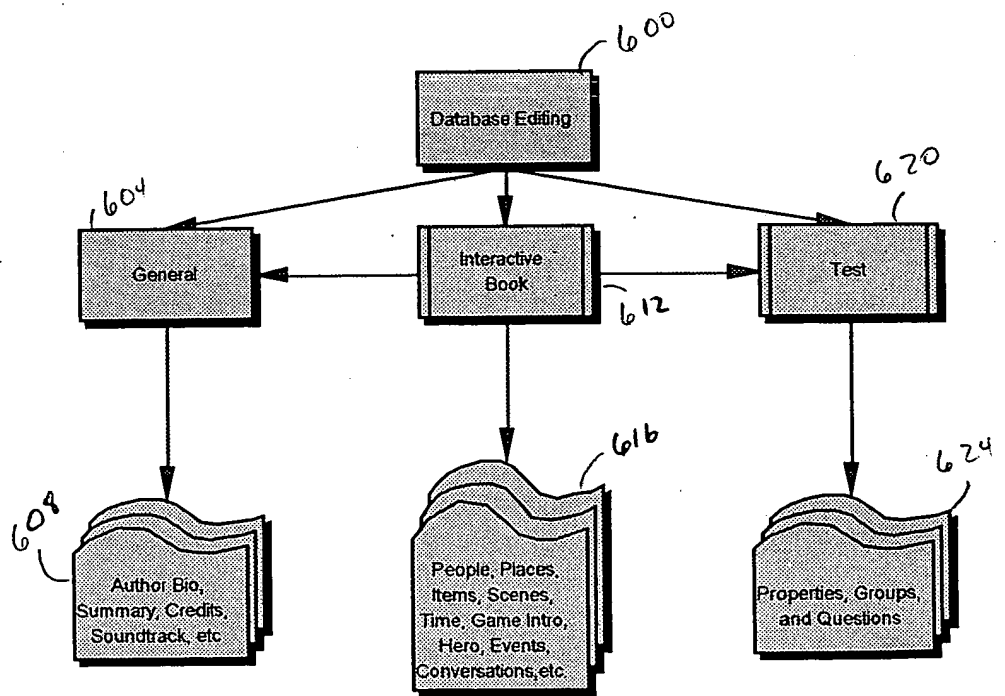


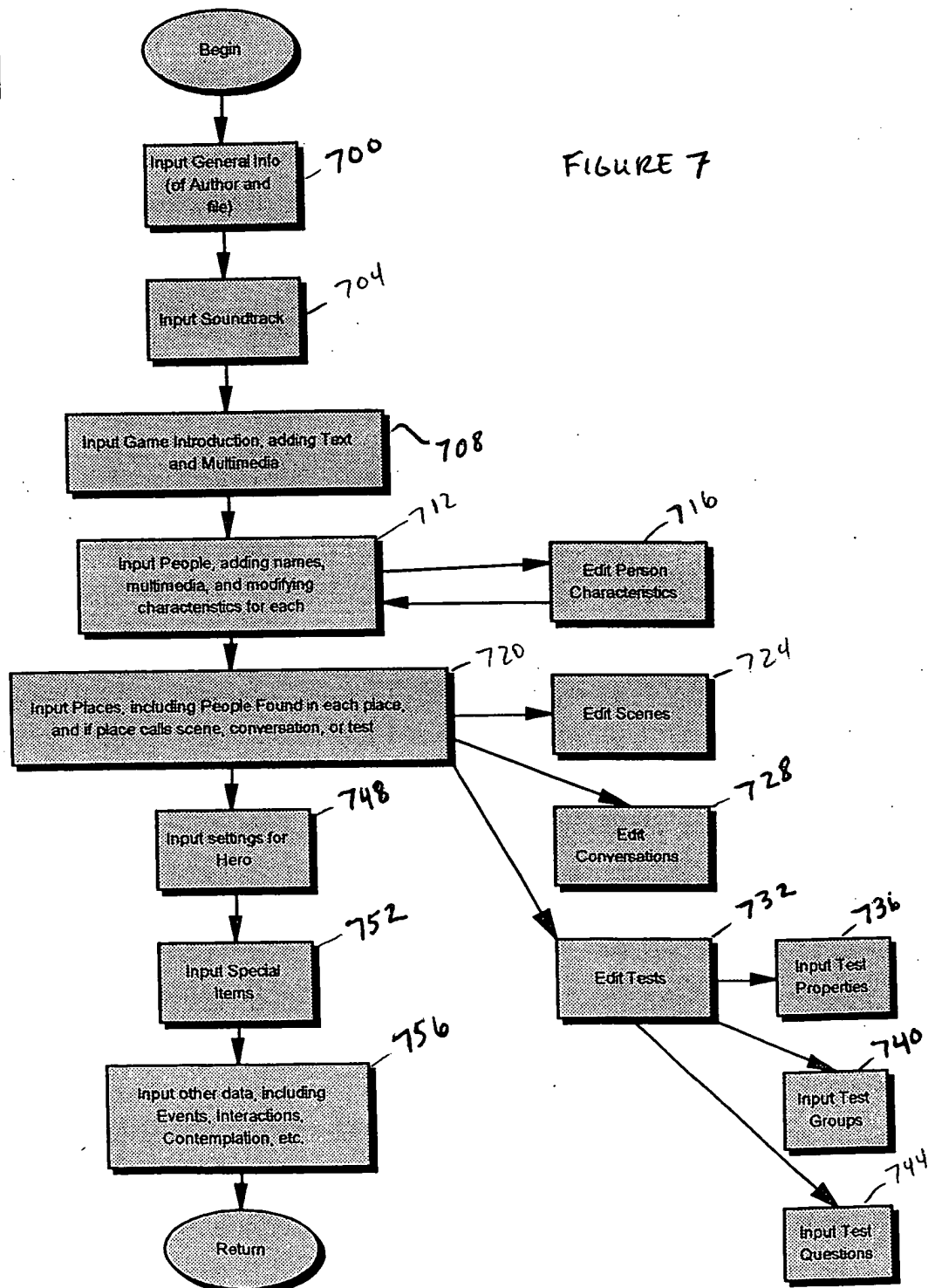
Figure 5

Figure 6



Content Authoring  
Process: one  
example

FIGURE 7



Places Editor

Insert Before   Insert At End   Delete   2 of 2   Return

Places

- ✓ Austin
- ✓ San Diego

Name: San Diego

Place is: ☒ Accessible Initially

Sound: None

Multimedia

Go To: Scene

Links

People Found

Edit Scenes

Go to: San Diego Scene 1  
(with Precondition: No preconditions are set.)  
[100% chance]

People found here:  
Tom (50 %)  
Susie (50 %)

Figure 8

Person Editor

Insert Delete 3 of 3 Return

People

- Tom
- John
- Susie**

Name: Susie

Sound: None

Multimedia

Edit this Person

1) age = 28.00  
2) race = white  
3) sex = female  
4) money = 15.00

To modify characteristics for all people, click below..

Characteristics

Figure 9

Figure 10

**Person Characteristics Editor**

Insert Delete 1 of 4 Return

**Characteristics**

- age
- race
- sex
- money

Name: age

Integer Type: Number

Default Value: 25

MAX: 100.00

Min: 0.00

You should type in a default value for the number, as well as the minimum and maximum that the number could ever be in the game. The game's engine will keep all characteristics in the range that you set.

Hero Can Introspect ☐ No



1011230" 10894860

Scenes Editor

Insert Delete 1 of 3 Return

Scene to Edit: San Diego Scene 1  
Austin Scene 1  
zoo

Scene is called by: San Diego

Scene Title: San Diego Scene 1

Scene Text: You arrive in San Diego. America's finest city. What do you want to do?

Multimedia: Sound: None

Changes

Links: See the zoo.  
Go to: zoo  
(with Precondition: No preconditions are set.)  
[100% chance]

Password: Password Prompt

FIGURE 11

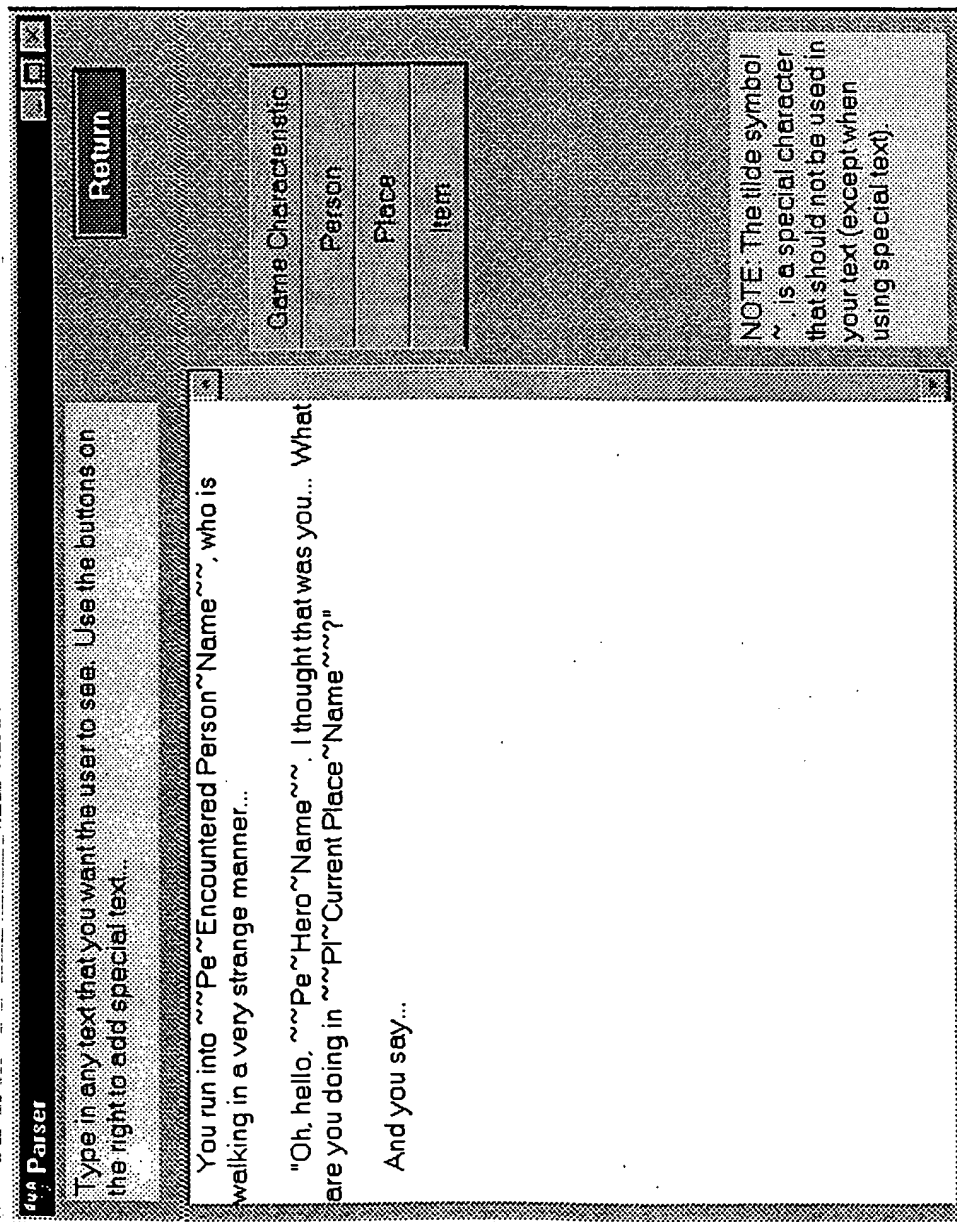


Figure 12

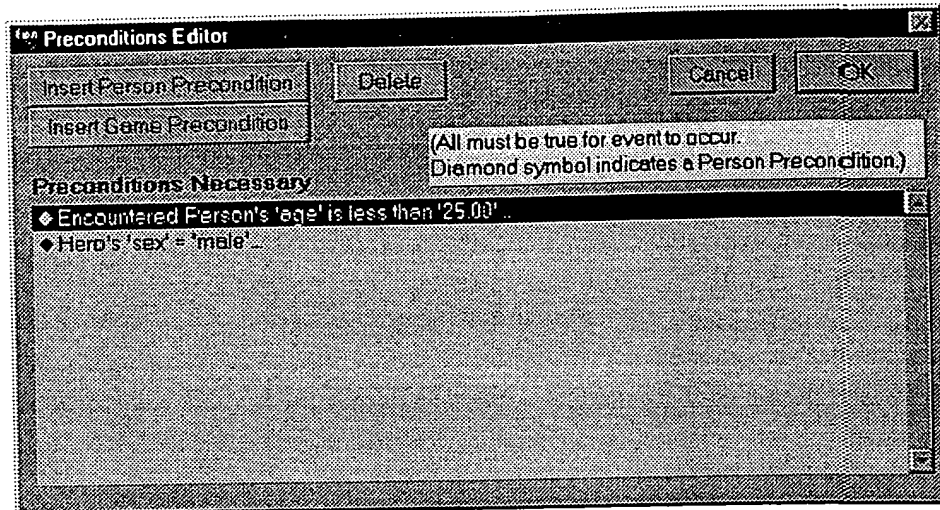


FIGURE 13

The top screenshot shows how the user can create a set of preconditions. The bottom one shows how each precondition is made. All information for the preconditions is pulled automatically from the appropriate databases.

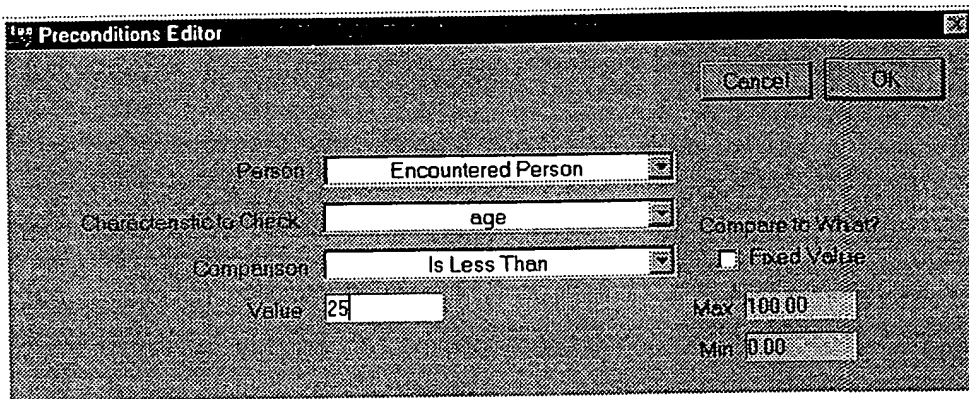
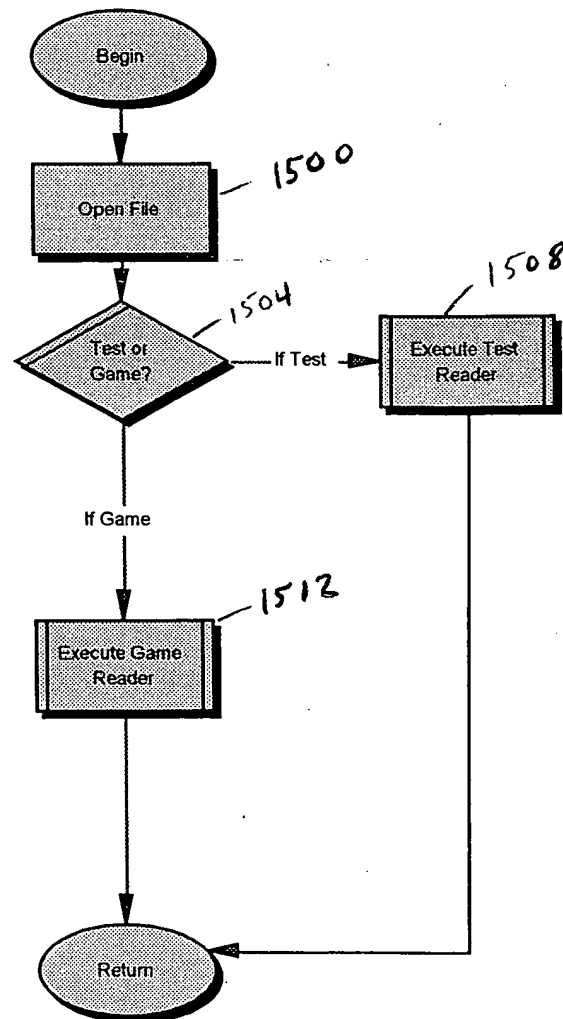


FIGURE 14

101230-70837660

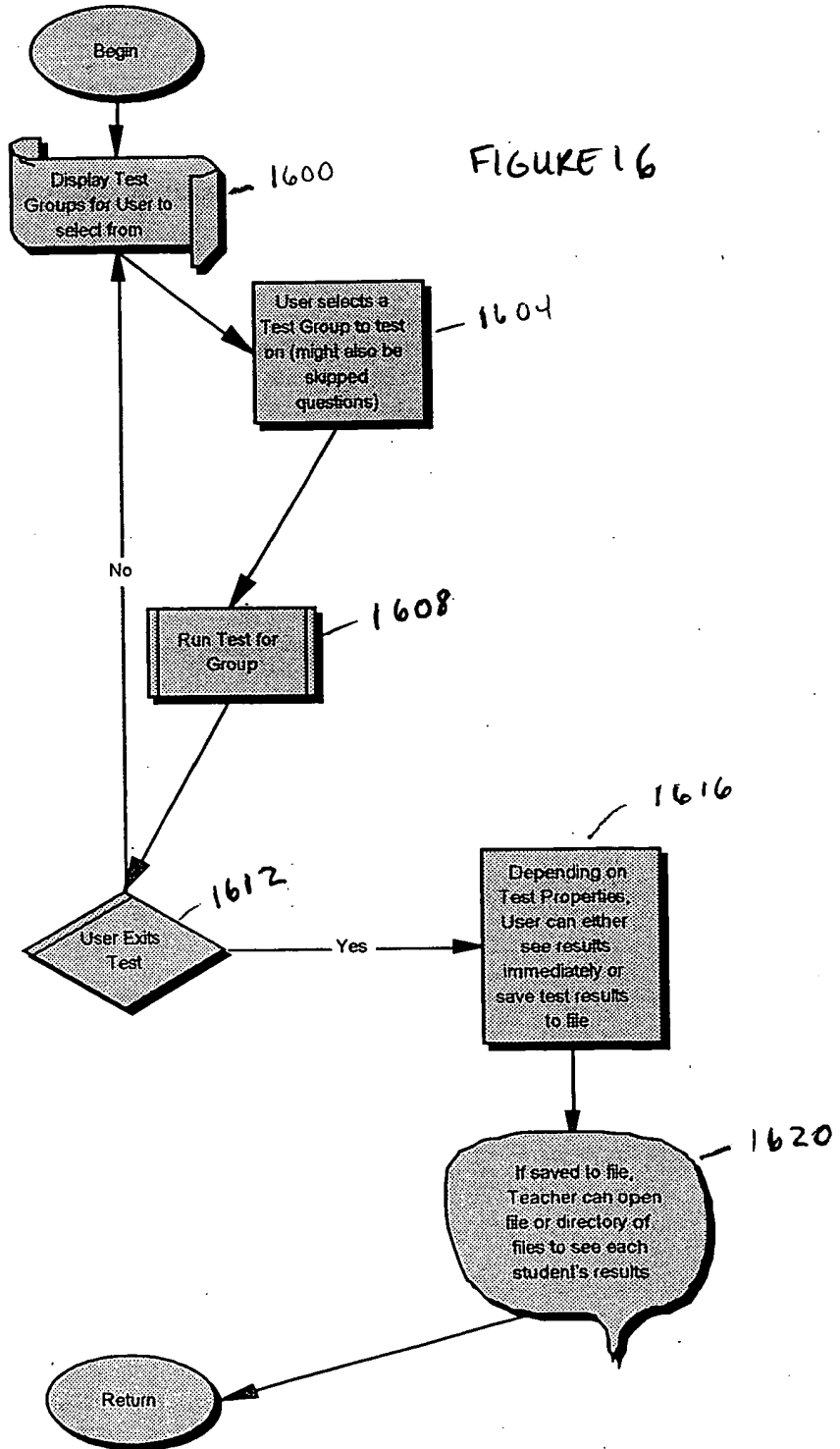
**Reader High  
Level**

FIGURE 15



Test Reader Main

Test Reader Main



medialtest.fs - TestReader (by FunEducation.com)

# FUNEDUCATION.COM

Student: Patrick Kelly  
Professor:  
Class: FunEd 101

Names...  
Test Info

**FINISH**

**Test Group**

- ✓ Silly
- Serious

**GO!**

**Do Skipped Questions**

Total Questions: 9  
Answered: 1  
Skipped: 4  
Remaining: 4

Perfect Score: 100  
Good Score: 90.00

Figure 17

FIGURE 18

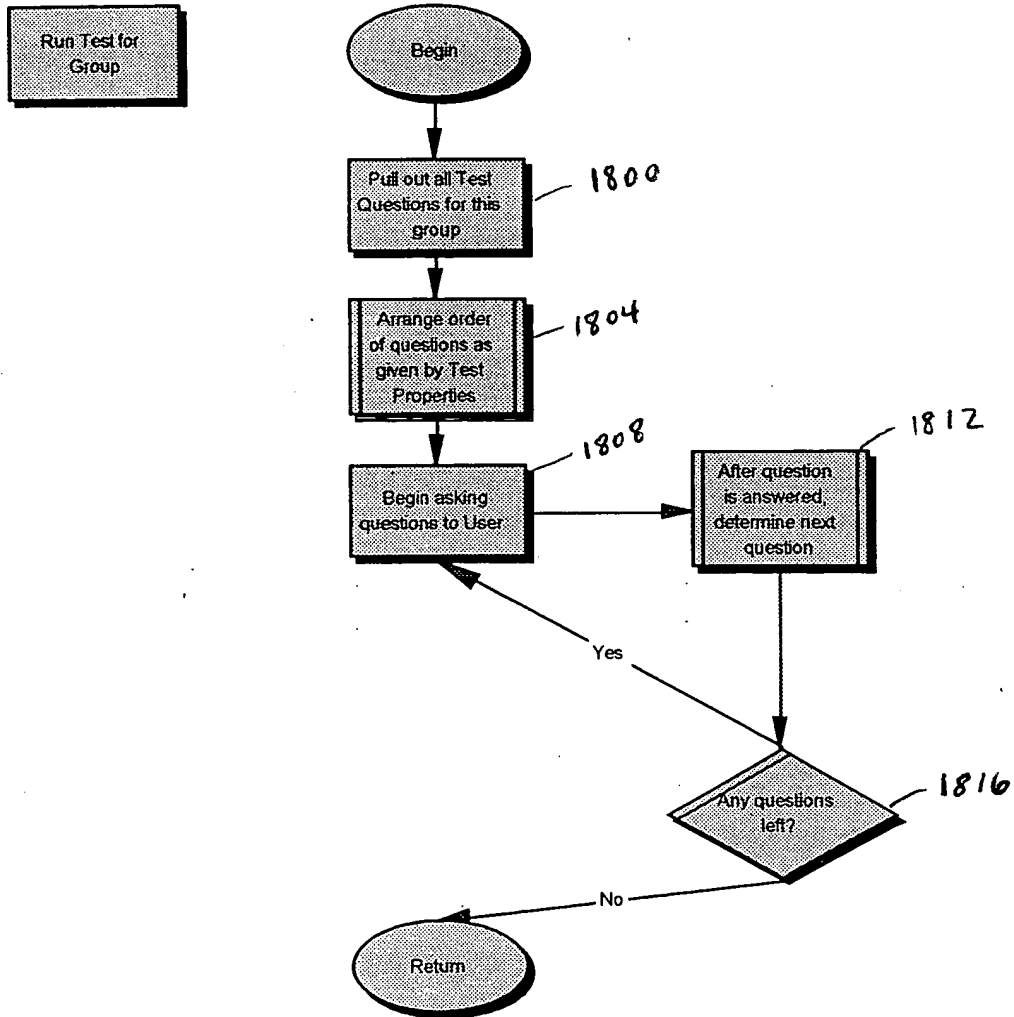
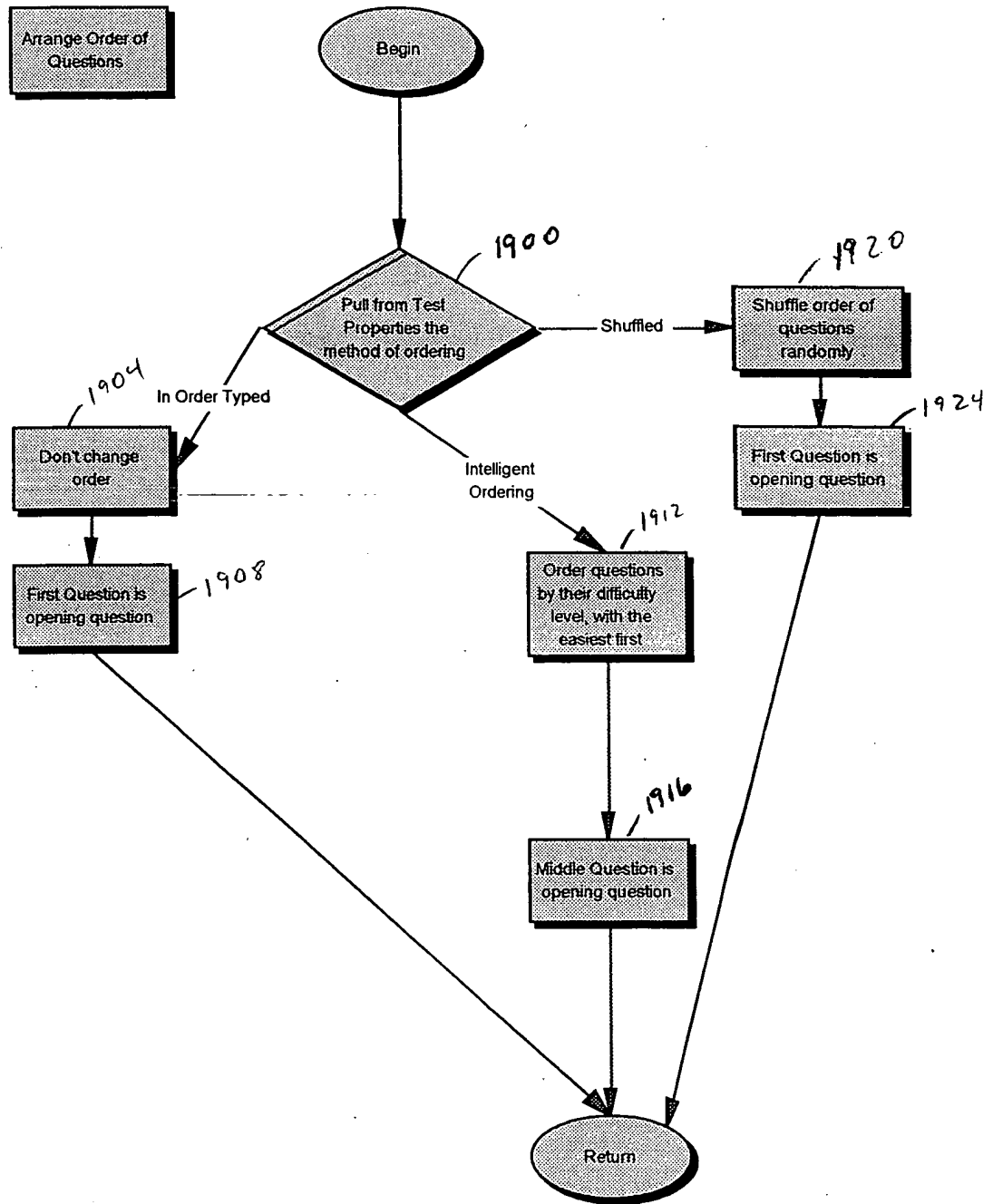
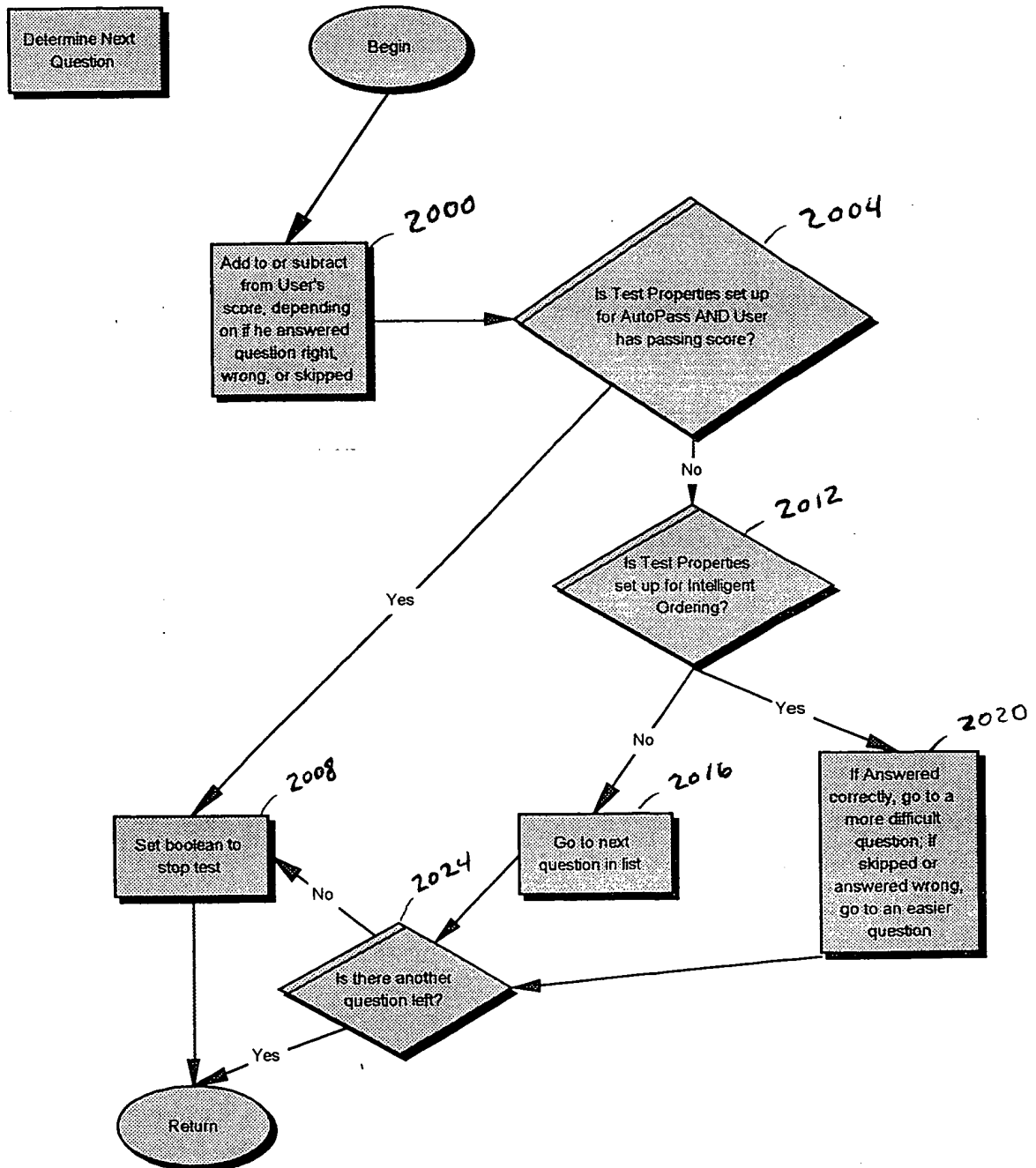


FIGURE 19





# BOOKS



Game Reader  
High Level

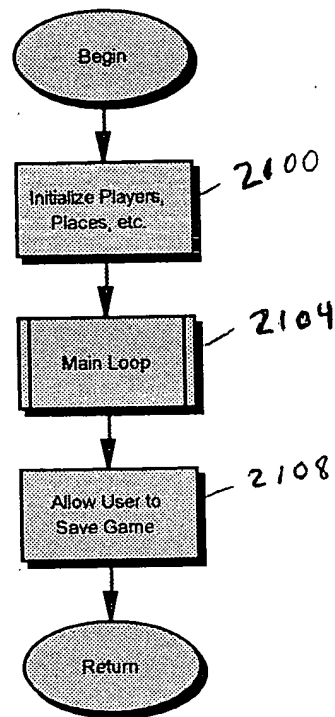
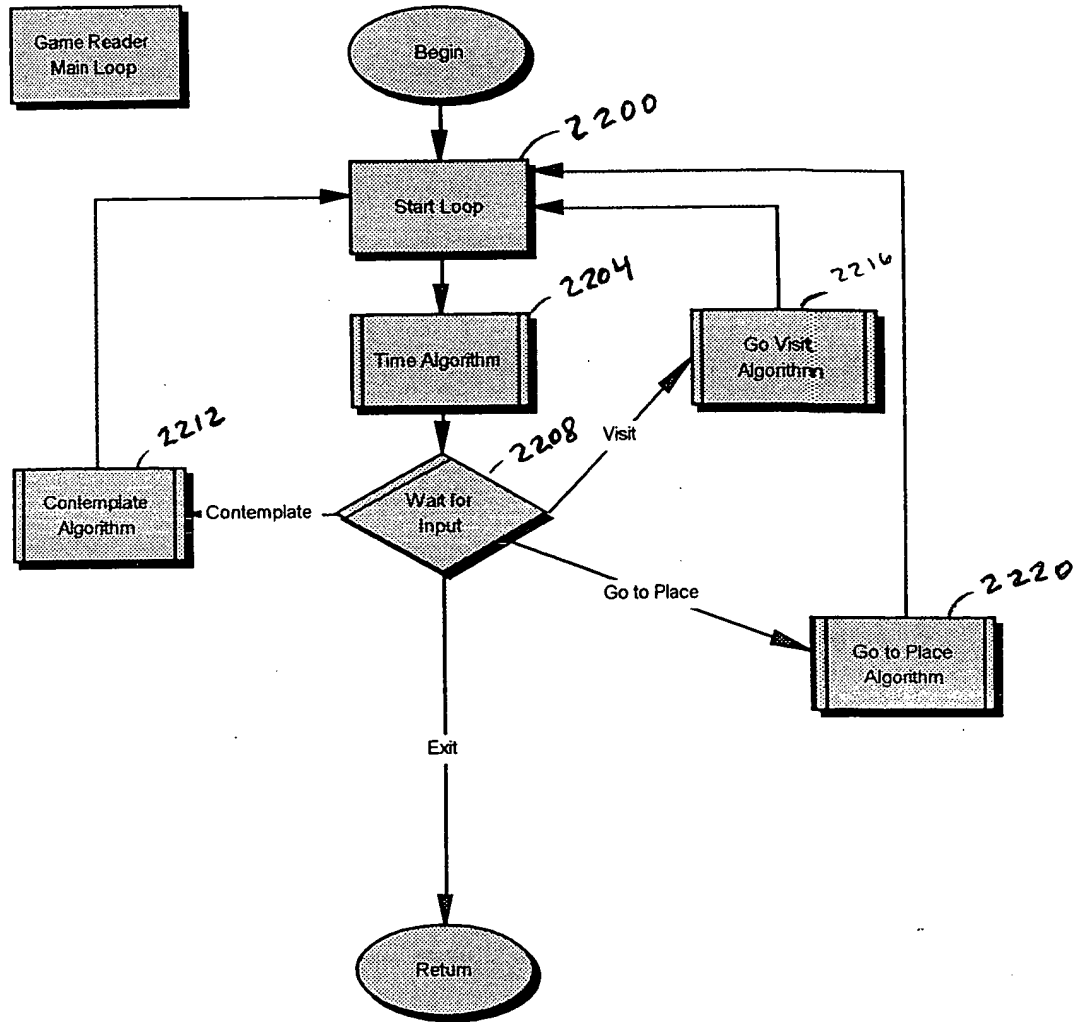


FIGURE 22



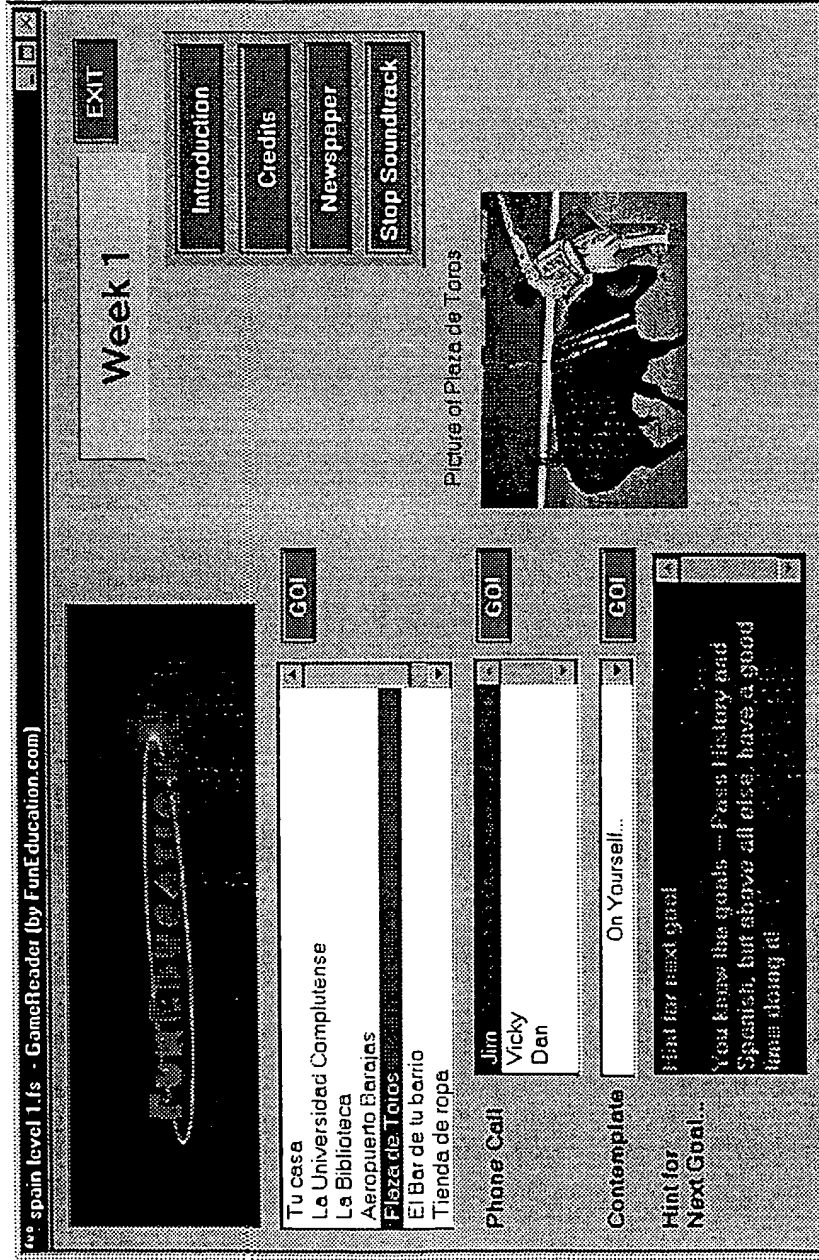


FIGURE 23

FIGURE 24

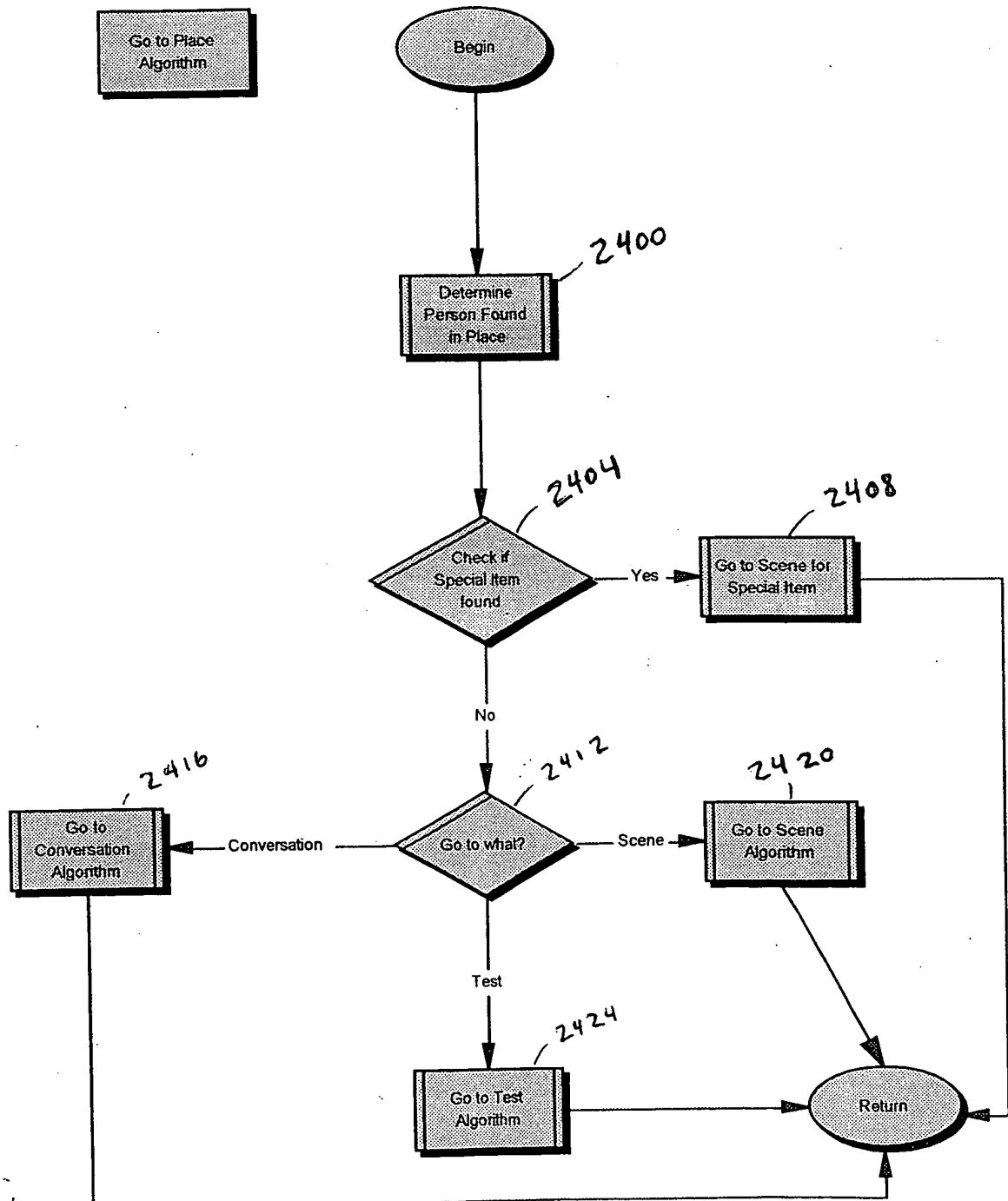
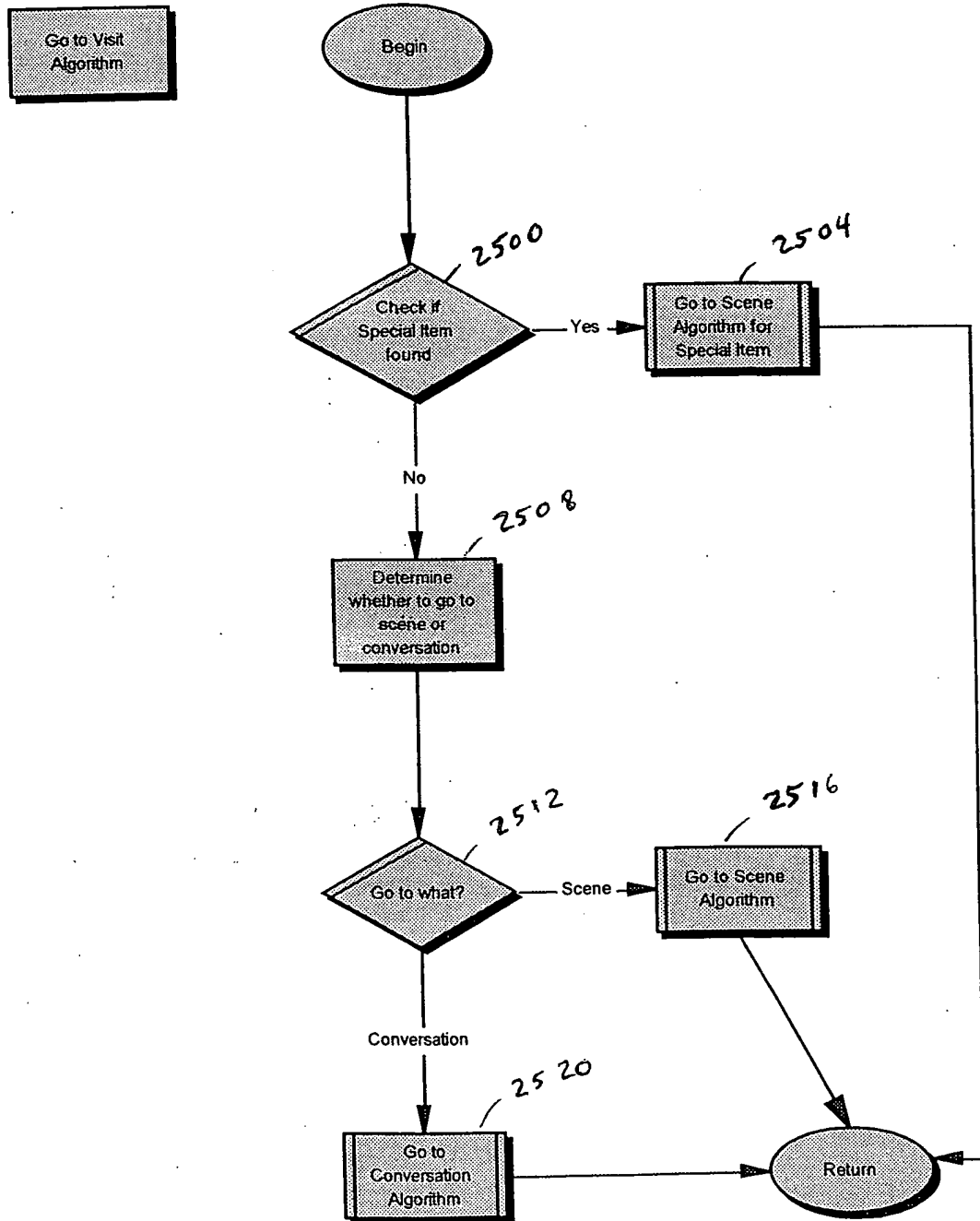


FIGURE 24

FIGURE 25



2025 RELEASE UNDER E.O. 14176

FIGURE 26

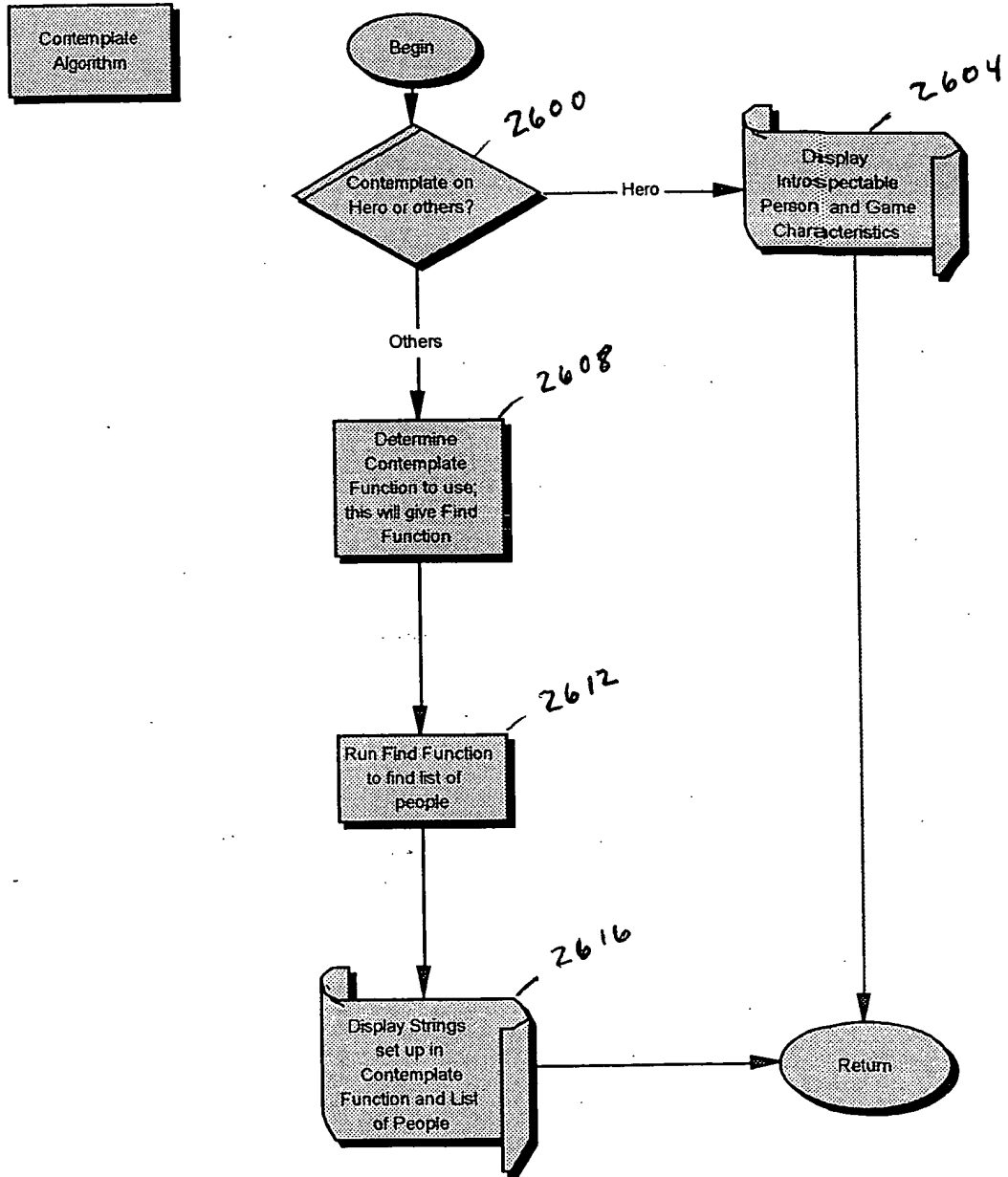


FIGURE 27

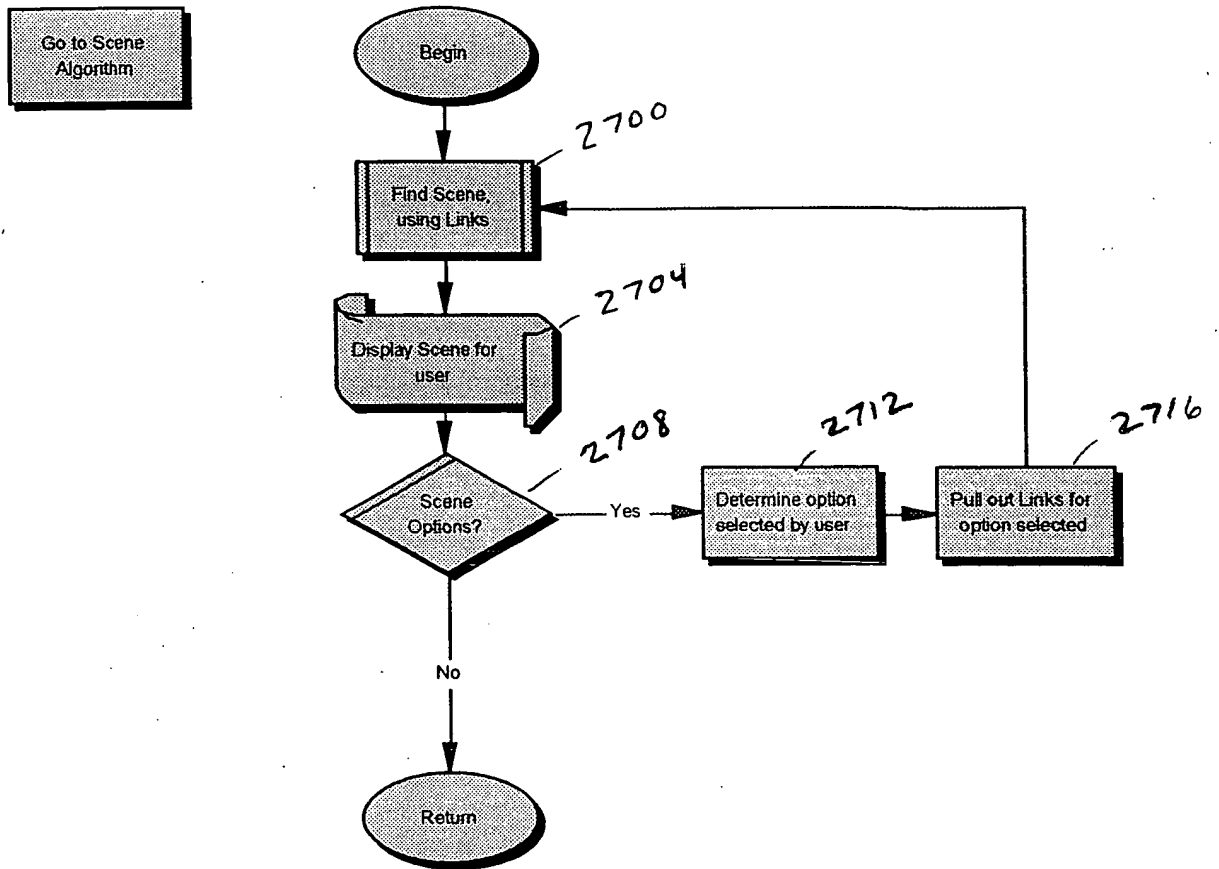




FIG. 27







**Tu casa.** Your new home, where you are living as an exchange student with a Spanish family (Los Gomez). The mother's name is Lola. The father is Jose. They have a 20-year-old daughter that lives with them, whose name is Marta. (In Madrid, with the high unemployment, it is normal for children to live with their parents until they get married and buy a house.) This typically happens at around the age of 30. Many Madrilenos are in universities until the age of 25.)

As part of your costs for the four-month study program, you are paying the Gomez family for lodging and meals. It's a good idea to eat here as much as possible, since the restaurants of Madrid are quite expensive and you are on a tight budget.

☒ Have a meal

Watch TV

Have a meal

**Continue**

FIGURE 29

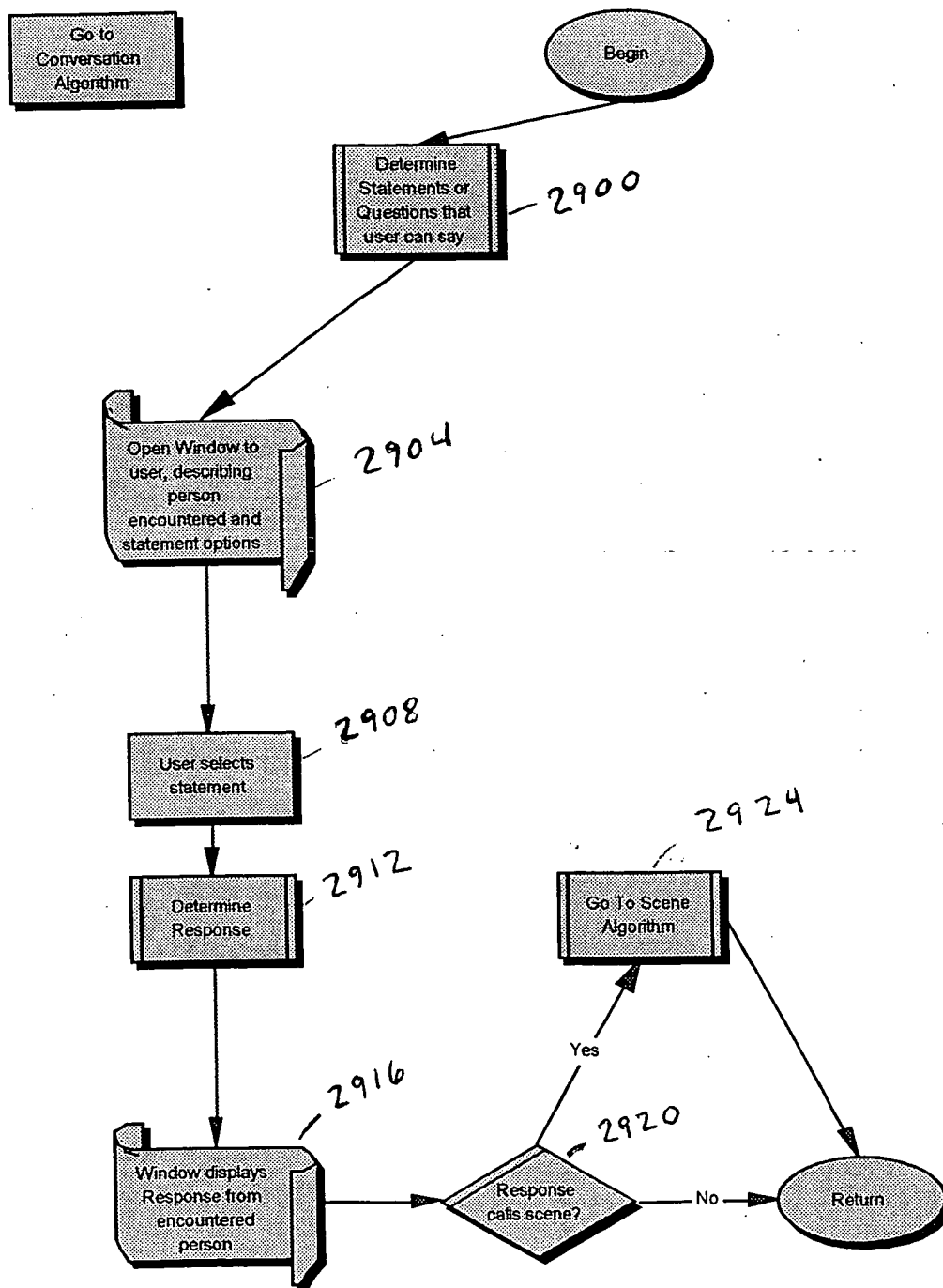


FIGURE 29

FIGURE 30

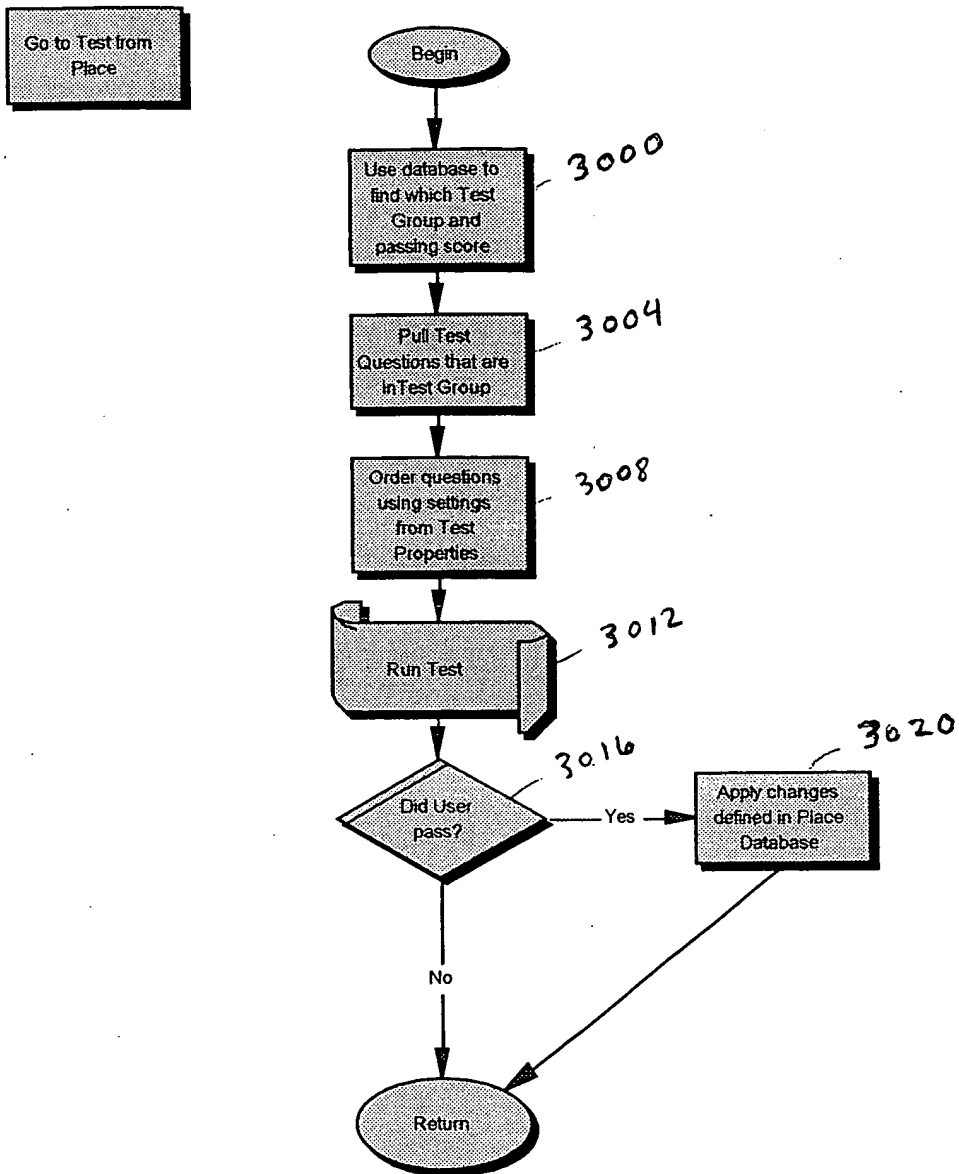
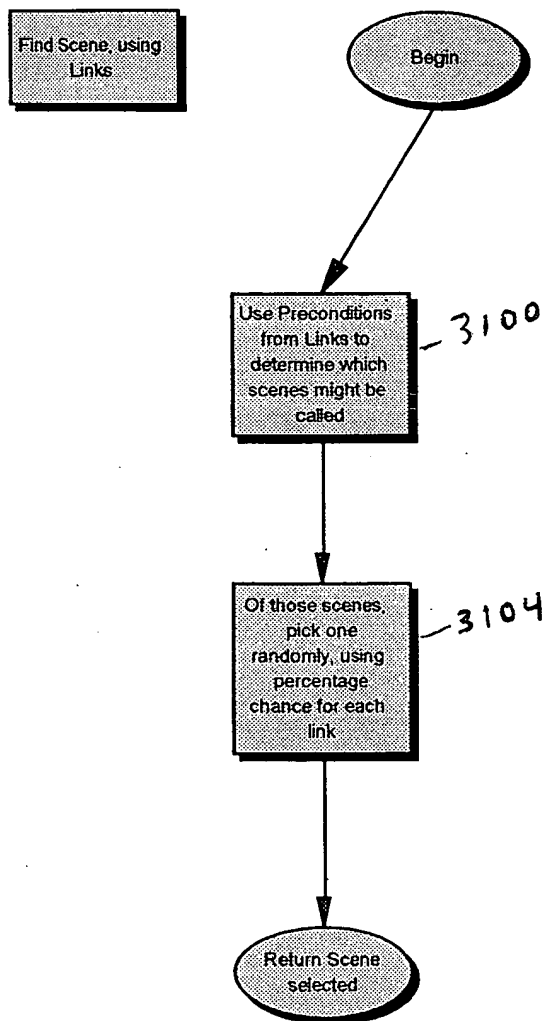


FIGURE 31



FOR FEED-THROUGH



Time Algorithm

FIGURE 32

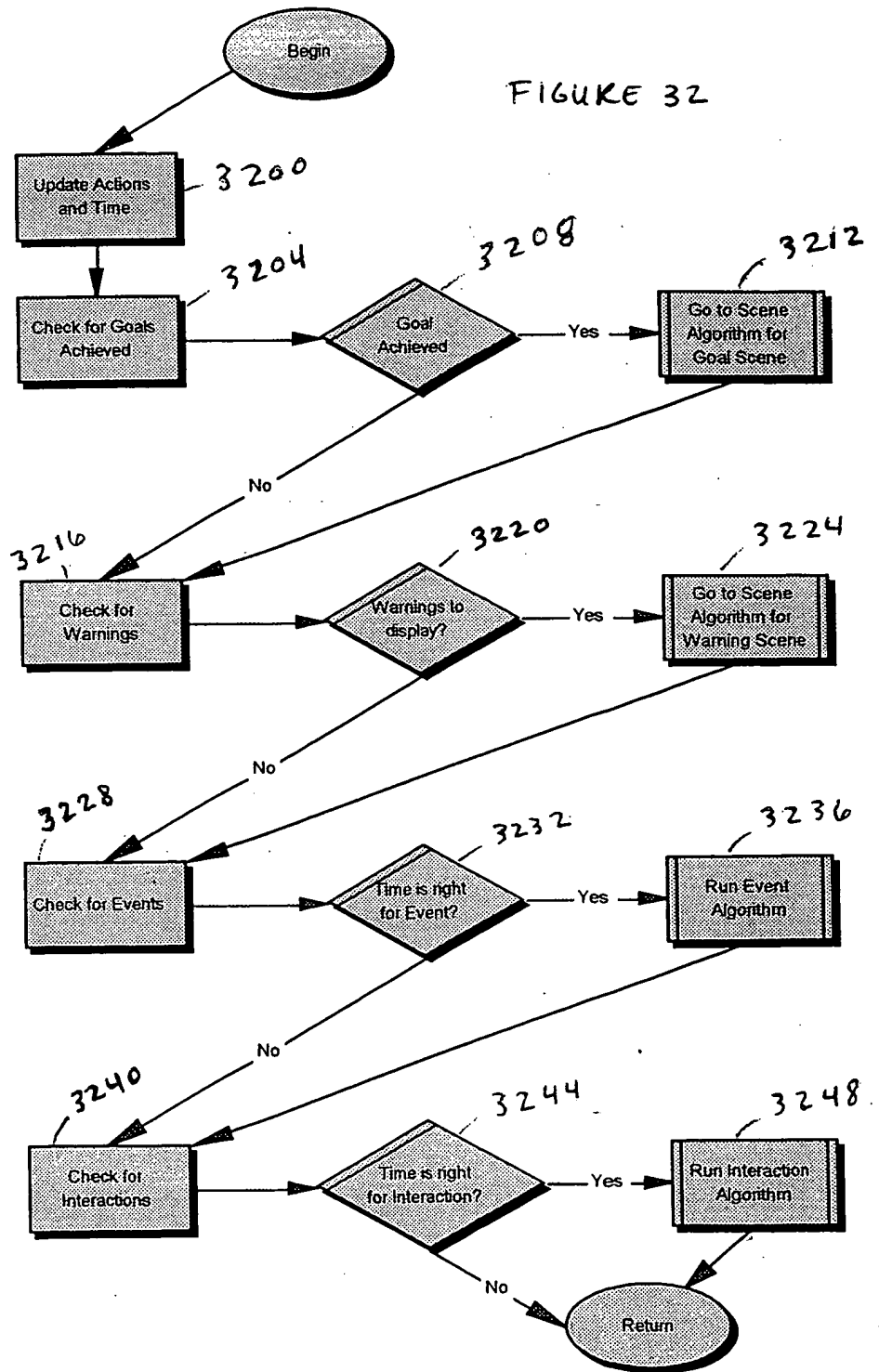
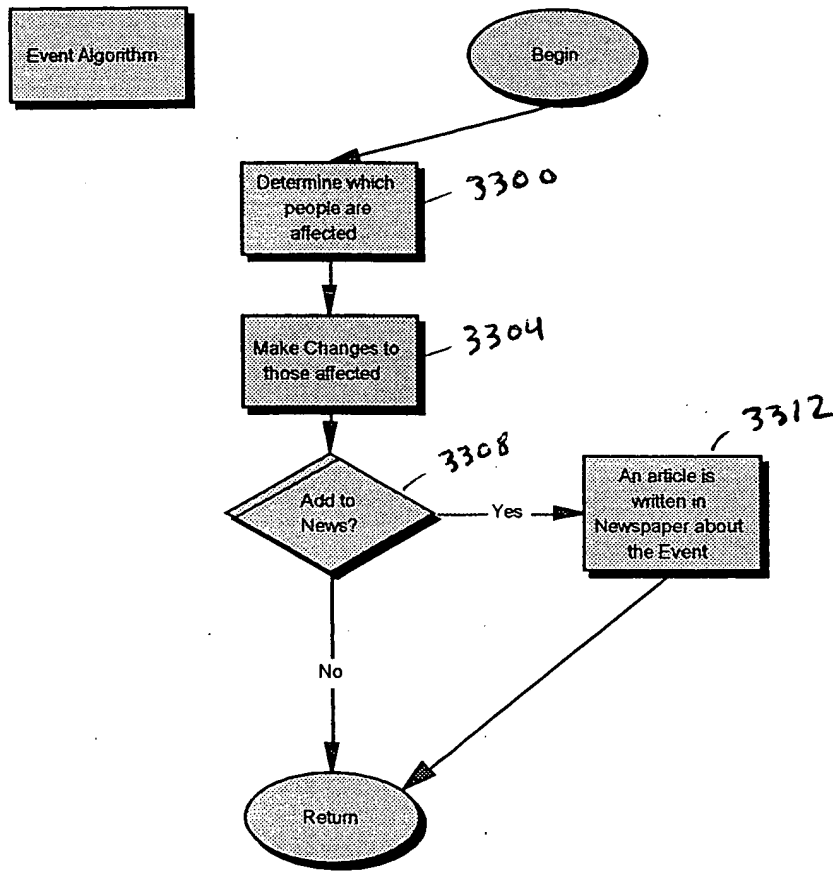


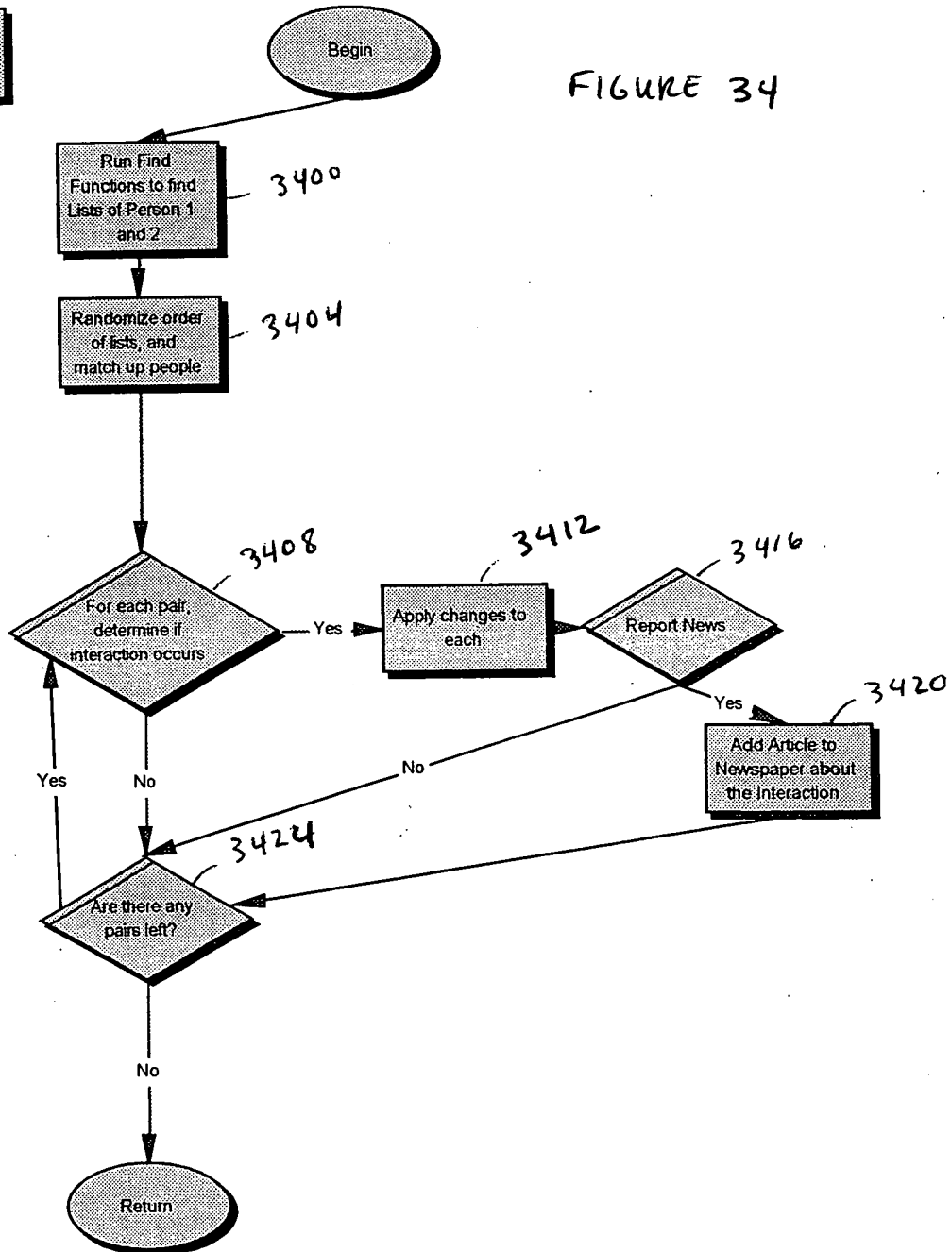
FIG. 33

FIGURE 33



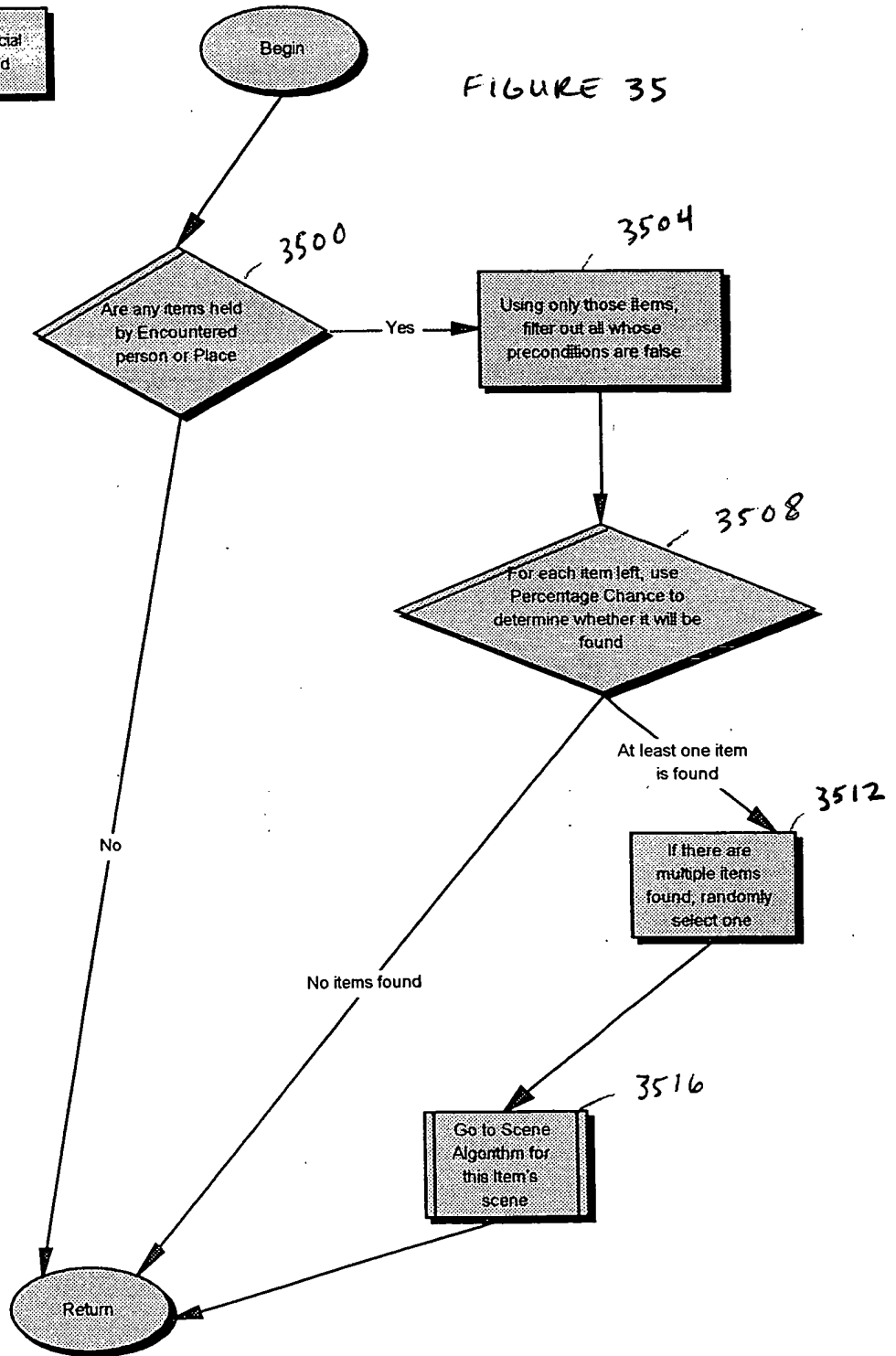
Interactions  
Algorithm

FIGURE 34



Check if Special  
Item is found

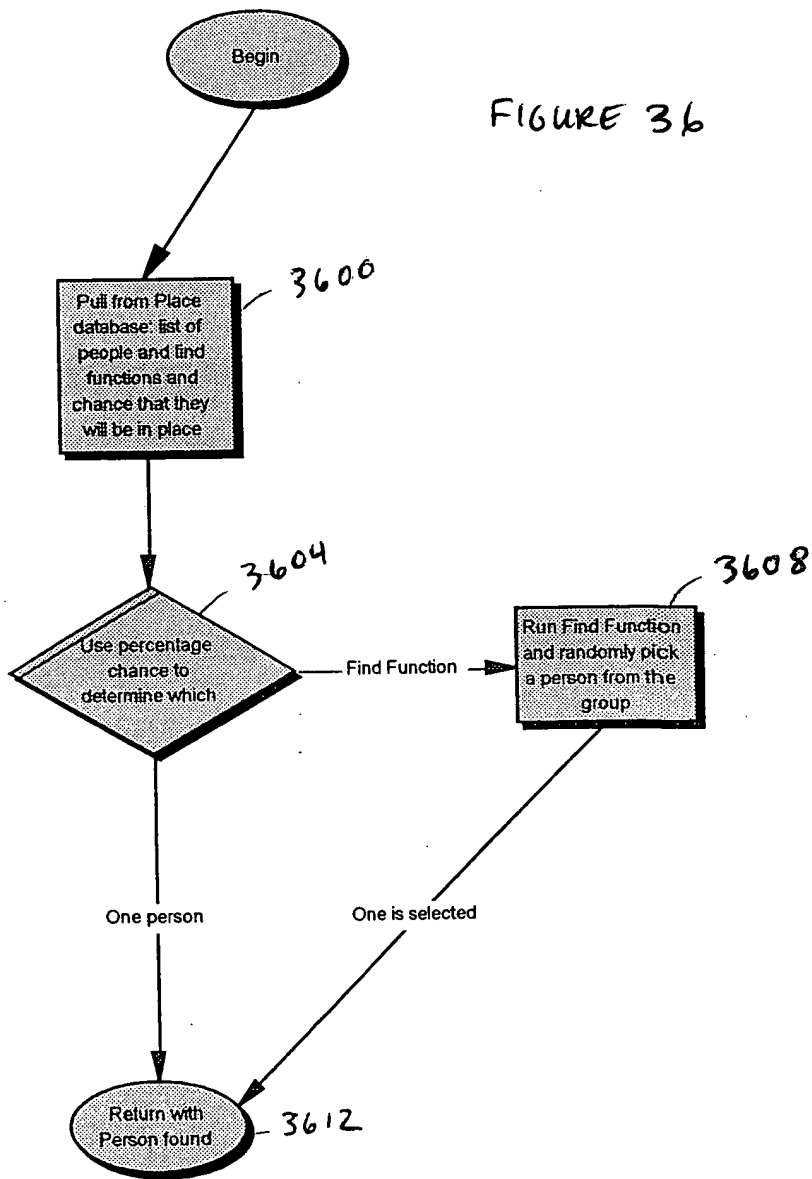
FIGURE 35





Determine Person  
Found in Place

FIGURE 36



Determine  
Statements

Begin

FIGURE 37

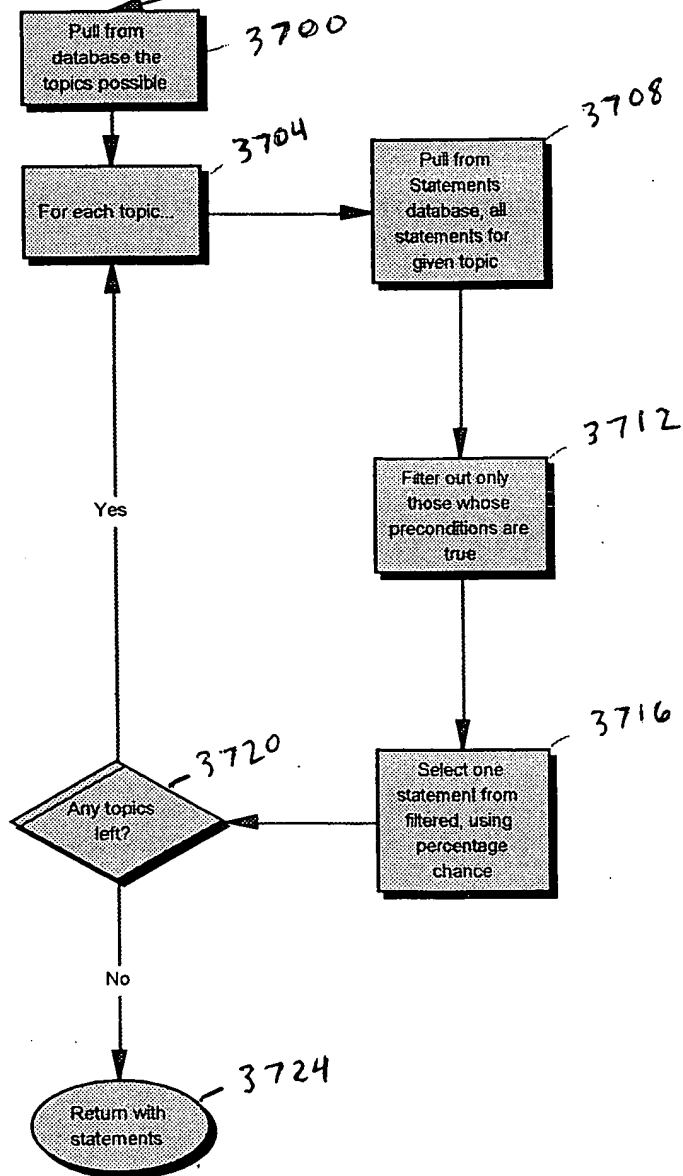
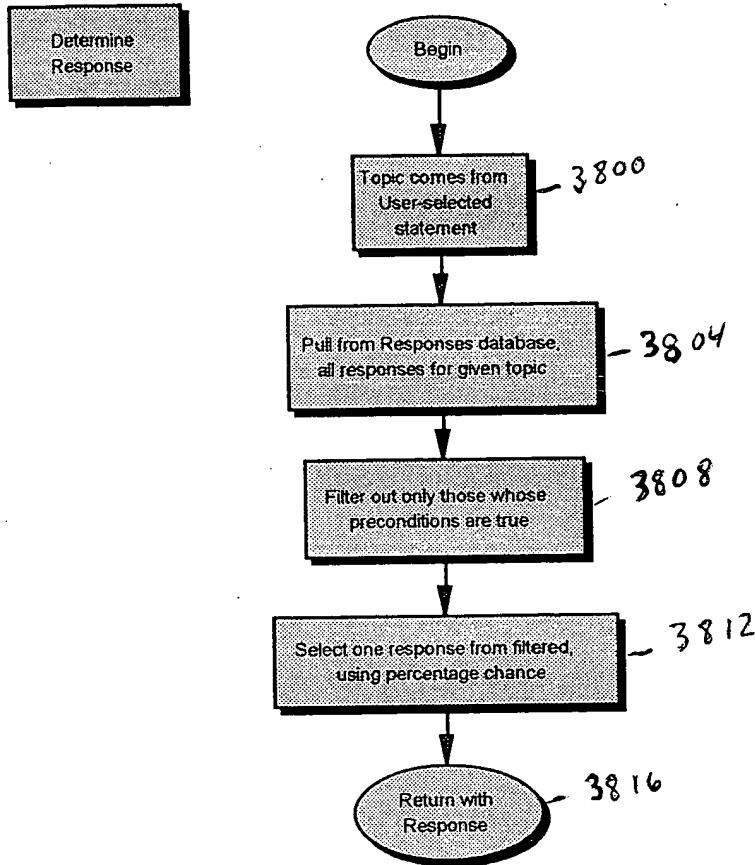


FIGURE 38



TOP SECRET

Figure 39: Simulation DB for each object

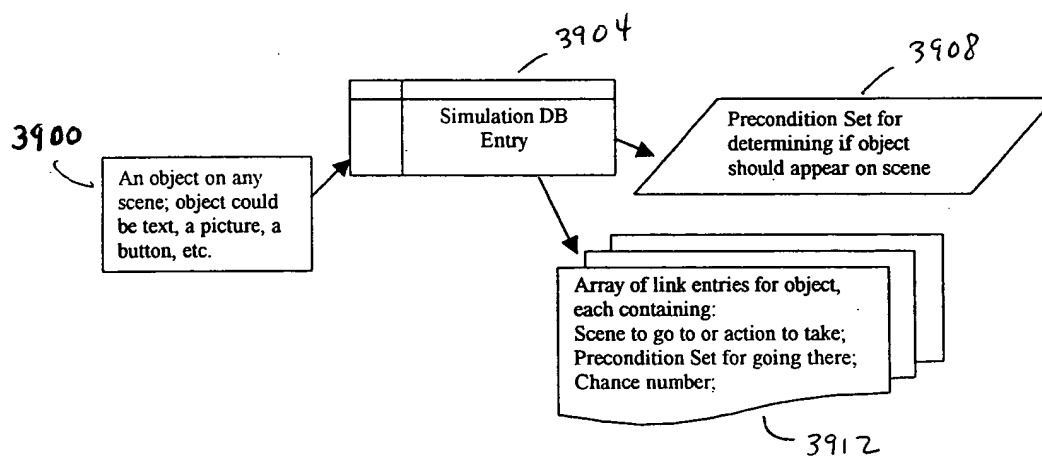
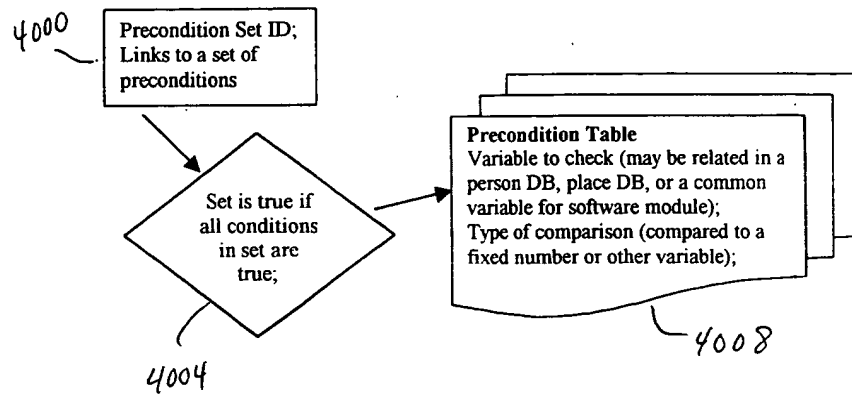


Figure 40: Precondition DB



TO BE USED FOR TESTING



FOR THE "FOR THE"

Figure 41: Chance Number Application

